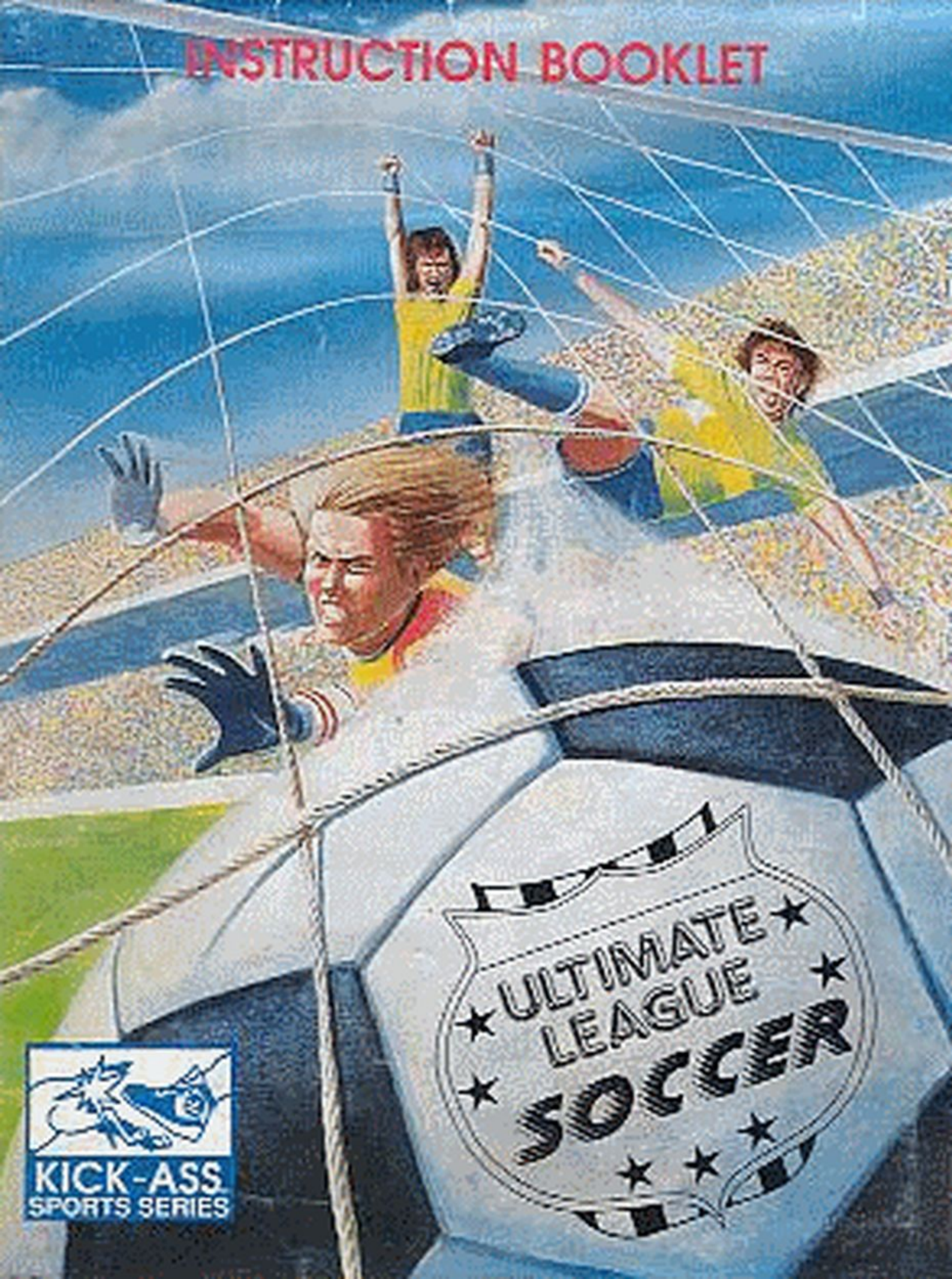
INSTRUCTION BOOKLET



Thank you for purchasing **ULTIMATE LEAGUE SOCCER**, an exciting video game from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System™

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- Realistic sports action for the entire family
- Choose from eight of the worlds greatest teams
- Includes two player simultaneous action or single player against the computer

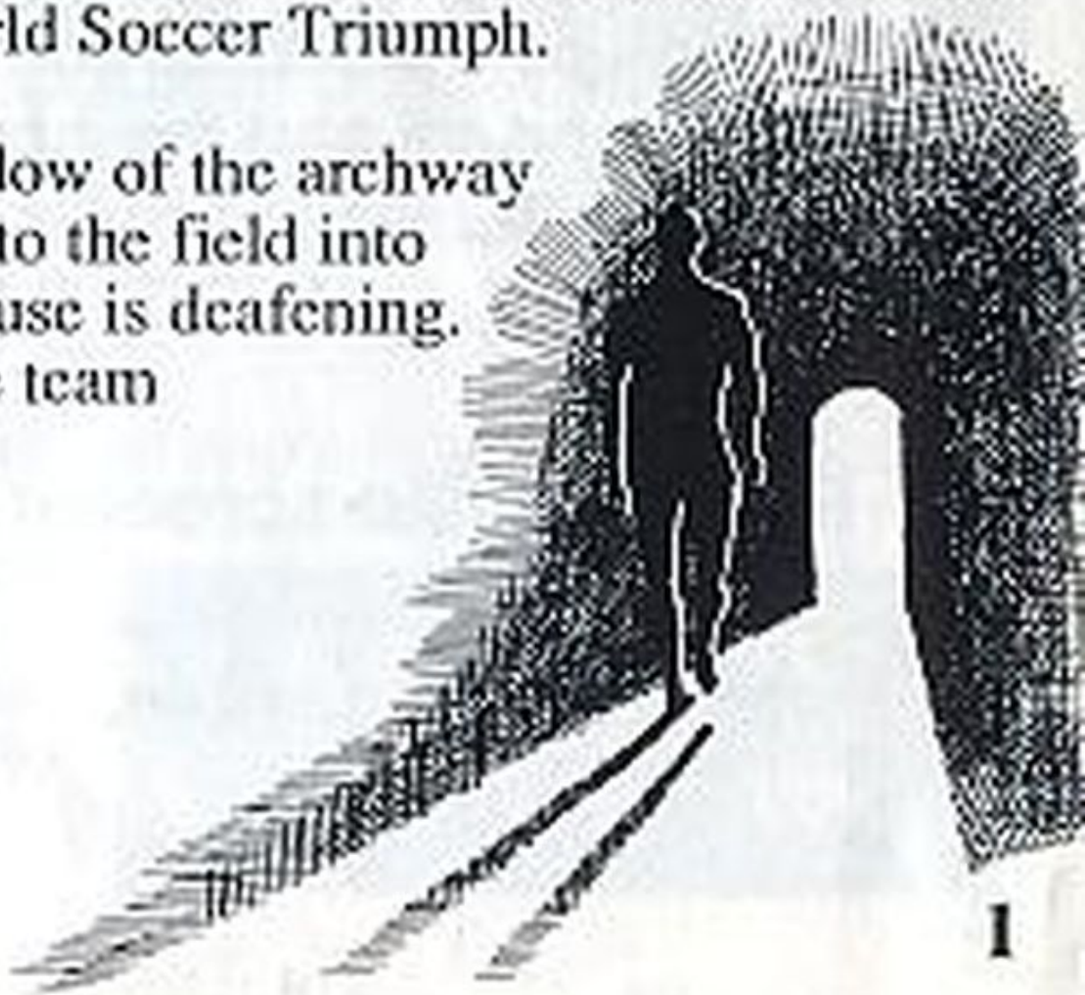
You walk through the tunnel to the field. Each footstep's echo brings you closer. Your heart is pounding. Palms sweaty in anticipation. This is the day you have been waiting for. Are you prepared to accept the ultimate challenge?

With each step the sound of the crowd grows louder. As you approach the field you can feel the thunderous rumble of thousands of fans. They have followed your team through the International Tournament, the World Cup and now to the pinnacle of World Soccer Triumph.

Pausing for a moment in the shadow of the archway you take a deep breath. Walking on to the field into the bright sunlight, the roar of applause is deafening. The crowd is going crazy. Only one team will win the ultimate competition.

Get ready for

ULTIMATE LEAGUE SOCCER



GETTING STARTED

Make sure the power switch on your control deck is turned off.

Insert ULTIMATE LEAGUE SOCCER into your NES console carefully following the power up instructions in your NES user manual. If the title screen flashes on and off and the game will not play see page 15.

From the title screen press START to begin the game.

TITLE SCREEN

CHOOSE PLAY MODE

Press SELECT to choose the Gold Cup play-offs and compete with any of the top eight teams.

Or choose the Ultimate League finals for a shot to go all the way and play for the world title against one of the top four teams. This won't be an easy victory, but if you have what it takes GO FOR IT! Press A Button to continue.

Press SELECT to choose: **1P VS Com:** For single Player action against a computer controlled team. **1P VS 2P:** For intense two player head to head competitive action. Or **Com VS Com:** Which lets the computer control both teams, so you can watch how different teams fair against one another. Press A Button to continue.

TEAM SELECTION

Now its time to decide which international team you want to control. As the Direction Pad is moved Up, Down, Right or Left the flag of the selected country will flash and the team's statistics will be displayed. Press A Button to select your team.

Choose the team you want to play against in the same way. The first three letters of the selected countries will be shown under their flags.

Every team is different, some teams are good at defending and others are better at offensive maneuvers. Get to know each teams strengths and weaknesses so you can use the teams you work best with.

STATISTICS

COUNTRY	OFFENSIVE	DEFENSIVE	SPEED	SKILL	ACCURACY	EXPERIENCE
FRANCE	62	71	75	69	72	78
U.K.	68	75	66	77	89	77
US	39	45	80	45	40	45
ARGINTINA	48	72	82	71	62	77
ITALY	54	64	73	63	70	69
BRAZIL	45	63	67	83	60	66
AUSTRALIA	37	56	57	54	53	58
GERMANY	71	83	85	64	80	88

OFFENSIVE: This statistics shows your team's ability to intercept passes and penetrate defensive lines.

DEFENSIVE: This number represents your team's history at defending an attack.

SPEED: The average speed for players on your team.

SKILL: How well your team can dribble and pass.

ACCURACY: Your teams ability to pass and shot the ball.

EXPERIENCE: Your teams over all rating.

GAME SETUP

TEAM UNIFORMS: Use the Direction Pad to select your team colors. Press A Button to continue.

TIME: Press SELECT to choose how long you want the two halves of the game to last, 15, 30, or 45 minutes, press A Button to continue.

TEAM FORMATION: Pressing Select chooses the different formations for your team. Some formations are better for attacking while others for defending. The formation you choose should be decided by your overall strategy. (see FORMATIONS page 10 for more information.) Press A Button to continue after you have selected your formation.

PLAY BALL!

CONTROLLING THE ACTION

DIRECTION PAD:
Moves the player you are controlling across the field in any direction.

B BUTTON:
Press to switch control to a different player. The player with the number above his head is the player you are.

A BUTTON:
Press to kick the ball. The longer you hold down A Button the farther the ball will be kicked. To kick the ball a short distance press with a quick tap. To Power Kick the ball as far as possible hold A Button down without releasing it. After about two seconds the ball will be kicked automatically.

SELECT:
Press to choose different selections during game setup. During game play this button is not used.

START:
Press to Pause game in progress or to begin a new game.

THE BASICS

The object of Soccer is to get the ball into the opponent's goal, while keeping the opposing team from scoring goals. At the end of the second half the team with the highest number of goals wins the game.

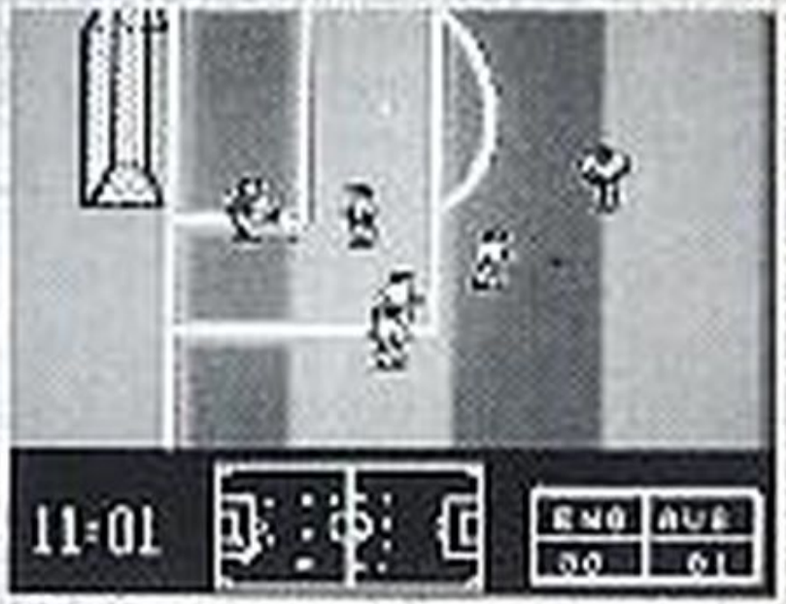
Scoring Points: Scoring points is simple to understand. For every goal that a team makes one point will be added to their score.

The Attacker: This is the team in control of the ball. The Attacking team must penetrate the defending teams lines and make goals.

The Defender: This is the team that is trying to block and intercept the ball from the attackers.

THE FIELD

Keep an eye on every player, both attacker and defender. The screen at the bottom of the display is a **Bird's eye view** of the field from the AVE Skycam. This view lets you see the big picture. Watch for teammates open to accept a pass, or the best paths for dribbling and shooting. Try to always think several steps ahead. Decide where the best place to be is and act quickly. Control the game don't let the game control you.



TIMER BIRD'S EYE VIEW SCORE

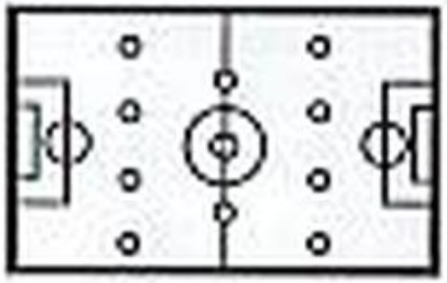
Timer: Shows you how much time is left in the half.
Score Board: Displays both teams scores.

Halftime: Every game is divided into halves of equal time. During half time the cheerleaders will entertain the fans and give your players a chance to rest before the final half of the game begins.

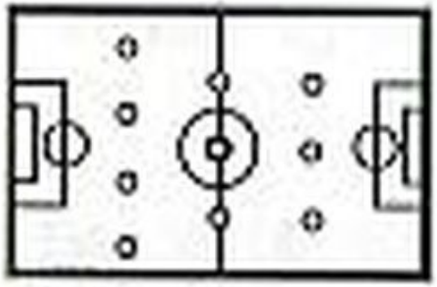
FORMATIONS

A soccer team is made up of 11 players. A formation is made up of 3 main sections. Team members protecting their goal and covering the rear of the field are called Fullbacks. Players covering the front of the field are called Forwards. And the players covering the area between these two areas in the center of the field are the Linkmen. With Ultimate League Soccer you can choose any one of three formations.

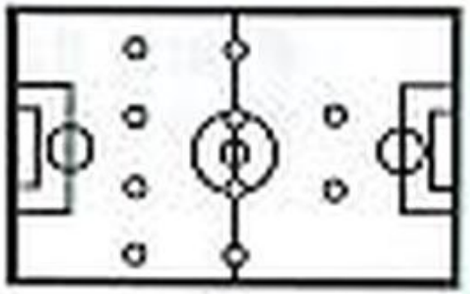
In Soccer you start from the back when translating formations. For instance a 424 means four Fullbacks guarding your goal, two Linkmen in the center of the field, and four Forwards.



424: This formation is particularly good for attacking with four Forwards and two Linkmen that can both attack and defend. The Fullbacks are defenders.



433: This is a good general purpose formation. With more players at the rear than the front, this is a good formation when the team you are playing has statistics similar to your own team.



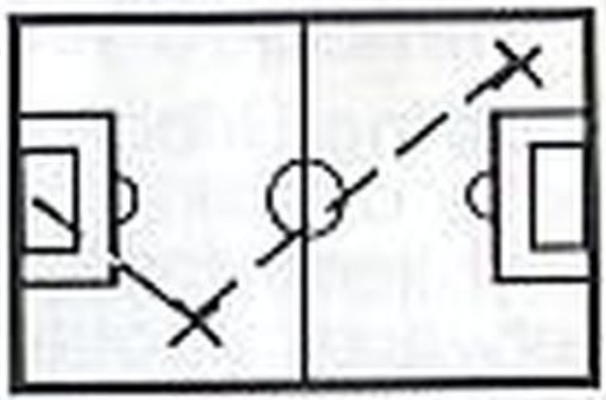
442: This is a defensive formation with most players covering the rear of the field. Use the 442 when you are playing a team with strong offensive ability.

SHOOTING AND PASSING

Shooting the ball, making goals and scoring points is the only way to win the game. Practice shooting the ball from different angles and distances. A quick tap to the A Button will give the ball a light kick that won't travel too far. The longer you wait to release the A Button the farther you will kick the ball. Different players can kick farther then others. When it looks like you have a shot don't think about it, DO IT! The most important part of shooting is knowing when to make the shot, making your decision, and reacting instantly. Before you can win a game you must become skilled at passing the ball. If your team can't pass from one player to another you have little chance of ever winning.

LONG BOLT

BIG DIPPER



CHECK PASS

Try a short zig-zag pass and after you have mastered it go for the LONG BOLT, the BIG DIPPER and the CHECK PASS. Always remember Soccer is a team sport. If you don't feel you have at least a 90% chance of making the goal, pass the ball to the player that has the best chance to score.

INTERCEPTING AND DRIBBLING

Intercepting: When your team is defending, the only way to score points is by intercepting the ball. Your Goal Keeper has the best chance of intercepting the ball. Remember that you always want to be where the ball will be, not where the ball is. This goes for any player on the field trying to intercept a ball. Don't charge for the ball, draw a line in your mind between where the ball is and where the ball will be. Then move to the closest point on the line. This is where you want to be to complete an interception.

Dribbling: Dribbling is exactly as it sounds, the ball moves like water dribbling between rocks in a stream bed. A player must keep the ball under tight control on a zig-zag run between opposing players. It isn't easy, but practice makes perfect. Sometimes it is better to pass the ball to another player in a better position to make the goal.

CONCLUSION

Always make your decisions quickly and without second thoughts. It is better to make a wrong decision and follow through than to delay and lose the opportunity.

Be aggressive, don't react to your opponents moves, take control and make your opponent react to you.

Don't get discouraged or lose concentration because your opponent has a higher score. Never get too cocky because your score is much higher than your opponents. Remember it's never over until it's over.

PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use you projection television with NES games. American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

Notice to American Video Entertainment® Customers

Should you encounter any problems with this cartridge two important questions must be asked.

A. Was your Nintendo control deck purchased after October of 1990?

B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent some cartridges from working. In order to enjoy many fine products from independent American manufactures, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, you will be prevented from enjoying many great, value priced cartridges. You have several options available to you:

1. We have included in this manual simple instructions which will provide any qualified T.V. repair technician with the necessary information to upgrade your unit. When you do this and sign the enclosed $10.00 upgrade certificate, American Video Entertainment will give you a $10.00 discount on any AVE game purchased DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT.

2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of $9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE and allow 1 week for return.)

3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.

Just Say NO!

Modification Procedure for Nintendo Entertainment System® Revision 11 Circuit Boards. This procedure is supplied by American Video Entertainment as a courtesy to owners of REV 11 NES machines.

WARNING!

This procedure must be performed by a skilled technician. It is not recommended for customers. Performing this procedure may affect your manufacturer's warranty.

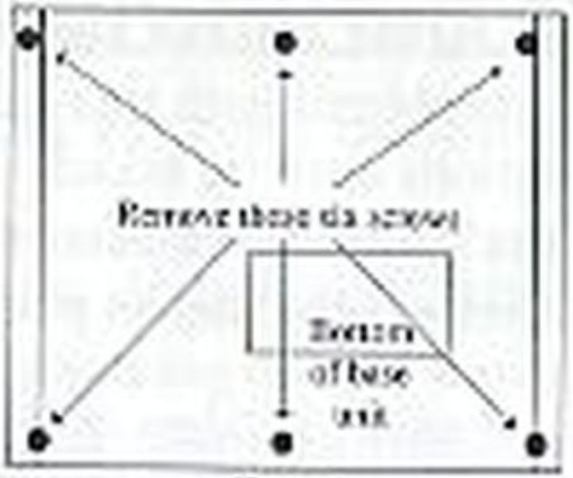


Figure 1

1. Turn the unit upside down and remove six phillips head screws as indicated in Figure 1.

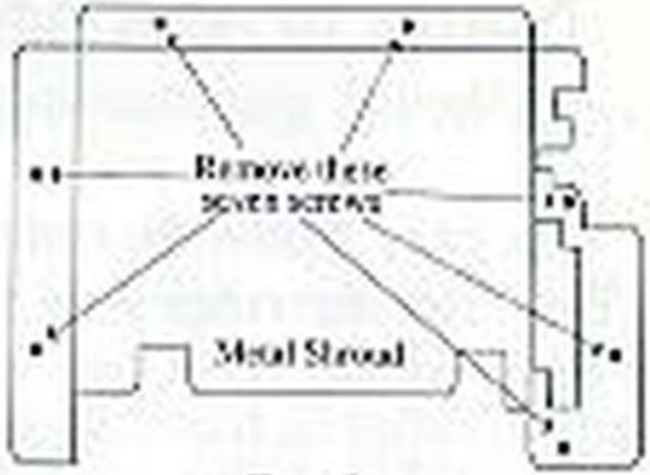


Figure 2

2. Now remove the top cover and remove seven phillips head screws as indicated in Figure 2.

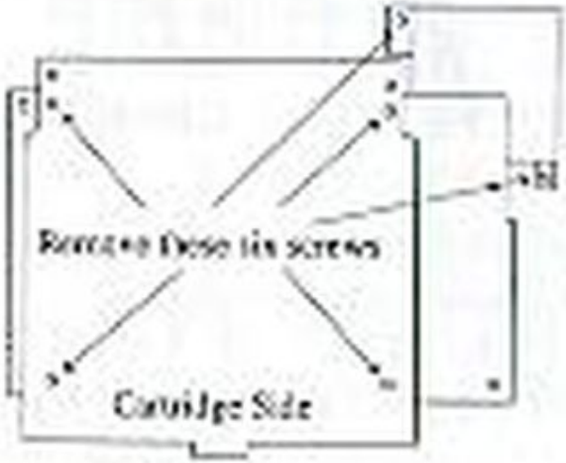


Figure 3

3. Now remove metal shroud and remove six phillips head screws as indicated in Figure 3.

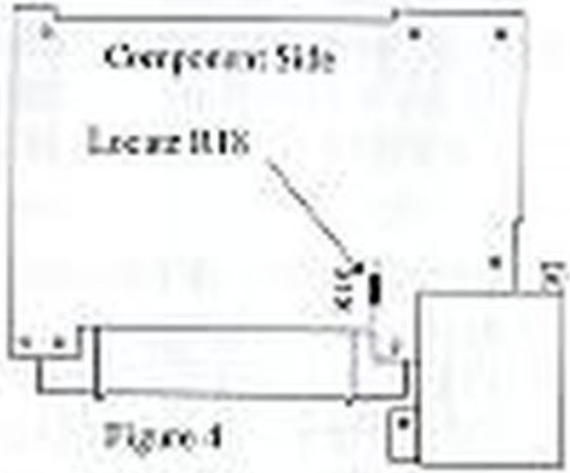


Figure 4

4. *Carefully* lift circuit board out of bezel and with all wires still attached turn board over. Be sure board is a *Rev 11*. This will be verified by the presence of R18 as indicated in Figure 4. *If R18 is not present do not proceed!* Call 1-900-HOT-4-AVE for assistance.

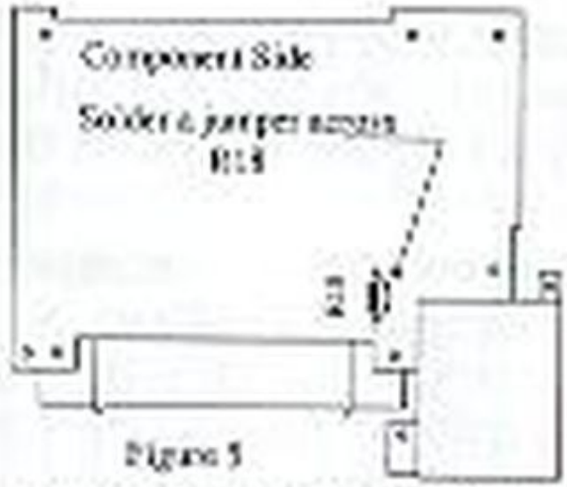


Figure 5

5. Solder a jumper wire across R18 as indicated in Figure 5.

6. Reassemble the unit in reverse order.

Upgrade Certification

I certify that I went to the trouble and upgraded or had my incompatible Nintendo Entertainment System upgraded to be compatible with American Video Entertainment video games. For this trouble American Video Entertainment will credit $10.00 against my purchase DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT of any game manufactured by American Video Entertainment.

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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Thank you for purchasing Ultimate League Soccer. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

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Where did you hear about this particular game?

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